

# FAIRLIGHT 2

## Trail of Darkness

The land had been dying by degrees over the millenia. The Light and Magic that had once made the beautiful land of Fairlight a joy to behold had gradually faded. It is known in the Lore of the Land that one day a wizard will be born who will be called by the Elders to free the Land again of the dark grip that holds it. But has that time yet come?

Isvar, you seem to have been called. You have been drawn by magic powers into the castle of Avars, to the very place where the King of Avars was slain. You had thought you had been called by the kindly wizard Segar, who legend tells was entrapped in a tower within the castle. Knowing no better, you heard the call of Segar and followed his plea to find the fabled Book of Light within the castle's depths, and have returned the book to your bidder.

But Isvar, you were deceived: for it was not Segar the Immortal in that tower but the Dark Lord himself. And in taking the Book of Light to him you have potentially sealed the fate of the Land of Fairlight. Soon, if you cannot act to stop him, the Dark Lord will be able to harness the power of the book and turn its power to his own evil ends. You must seek him within the Land and without it. Seek him where he lies for there he must be - at his weakest so that his power can turn that of the Book to his own ends. Go now Isvar.

### LOADING

With the Spectrum in 48K mode, type **LOAD** and press **ENTER**

Fairlight 2 consists of two parts. When the counter at the top of the loading screen gets down to zero, stop the tape and press **ENTER** to start the game.

If you get far enough into the game, you will be prompted to load Part 2. Start the tape, then, when Part 2 has loaded, carry on playing.

If you then fail in your quest, you will, in order to restart, have to load in the data for Part 1 again. This is on Side 2 of the tape, so turn the tape over, rewind, and start the tape. Stop it when loaded. If after a while you need to load Part 2 again, just start the tape, since Part 2 is repeated after Part 1 Data on Side 2.

### CONTROLS

A Kempston Joystick can be used to control movement, with the **FIRE** button used to **FIGHT**. There are keyboard controls for these and all the other facilities.

UP/RIGHT	Y to P	PICK UP	X to V
DOWN/LEFT	H to L	DROP	CAPS or Z
UP/LEFT	Q to T	OBJECTS/POCKETS	1 to 5
DOWN/RIGHT	A to G	USE	6 or 7
JUMP	SYM or SPACE	PAUSE	SYM/SPACE
FIGHT	B to M	RESTART	any key

To save a game, first **PAUSE** the game, then press **S** to Save (make sure the deck is recording first). To Load a saved game, **PAUSE** the game and press **L** to Load. When loaded **RESTART** the game.

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